

# MilAtari Ltd. Edition



The Milwaukee Area  
Atari Users Group



VOL. VI NO. XI



DECEMBER 1987



EST. 1981



MilAtari Dates:

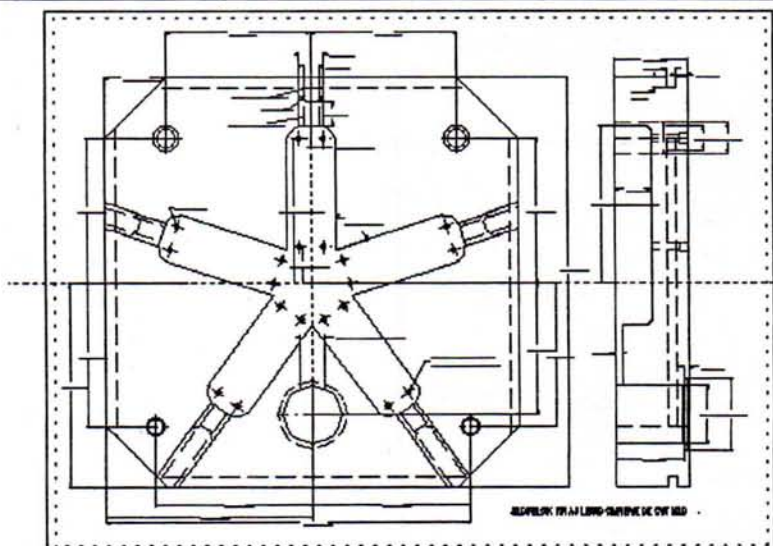
December Meeting  
Saturday, Dec. 12th  
12:00 Noon  
UWM • Curtin Hall  
Room 175

•

MilAtari Board Meeting  
Sunday, Dec. 13th  
7:30pm  
Shakey's Pizza  
96th & National

•

January Meeting  
Saturday, Jan. 16th  
12:00 Noon  
UWM • Curtin Hall  
Room 175



drafix1/ST Work Screen

## Christmas Review Issue

*Inside - Member Reviews of:*

Atari Corp.'s SX212 Modem  
Computer Fenestrations' Easel/ ST  
Foresight Resources' Drafix 1/ ST  
MichTron's Cornerman  
Mindscape's Infiltrator  
Navarone's TimeKeeper  
Red Rat's Rocket Repairman  
SubLogic's FS II Scenery Disks  
Plus the latest additions to  
the MilAtari PD Libraries -  
Great Stocking Stuffers!



## MilAtari News

### What's happening with your User Group

#### Gentle Reminder:

The December meeting will be held one week early;  
Saturday, December 12th • 12 Noon  
UWM • Curtin Hall • Room 175

Members are encouraged to bring any snack items they would like to share. (A great way to test out your new Christmas cookie recipes!) We'll have a door prize drawing in addition to the gift certificates that will be awarded for the Midi-Maze and drawing contests. The grand prize will be a 4 1/2" black and white portable television. (Thanks again, Dale Phillips!) If you want to increase your odds of winning, additional tickets may be obtained at the rate of one extra for every club library disk, or 20 blank disks purchased. There's one other way to get extra tickets, but you'll have to be at the meeting to find out! Are we sneaky, or what?

There is a little unhappy news. Due to our increased costs, we are forced to raise the price of our 5 1/4" disks from \$4.00 per box of 10, to \$4.50. This goes into effect at the December meeting. And you thought the stock market was crazy?

Errata: [Latin for; "the editor blew it!"]

The suggested list price for Partner ST from Timeworks was incorrectly listed in our last issue. The correct suggested retail is \$69.95. Our apologies for any inconvenience this may have caused. (It's still worth every darn penny!)

As Bruce mentioned on the previous page, based on questions that we got during the last two meetings, we are seriously considering forming a Business Special Interest Group or SIG. The number of serious business applications software packages being released for the ST is on the rise, and older packages are undergoing constant revision. As you'll see in the review of Drafix 1/ST later in these pages, software developers are beginning to take the ST very seriously as a business machine. This, combined with the arrival of the Mega ST's and the PC clones from Atari, not to mention the laser printer, means that the Atari family can now offer more than ever to the small to medium sized business. With the advent of the LAN (Local Area Network) announcement by Atari at COMDEX, we may even begin to see the ST line work its way into the larger business arena as well. All of which boils down to the fact that we are going to need a pool of people to draw from to help not only those who are using or looking for various packages, but also to help out your dear old editor review these monsters as they're released.

We are always in the process of soliciting business software from companies for review and demo purposes. It's an on-going process that, as the field increases, will no longer be able to be accomplished by a single person. So, if you have an interest in business software, from whatever perspective, by all means make yourself known to one of the Board Members or volunteers listed on our back page. This doesn't mean we're going to shanghai you into running the SIG. We do however need to get a feel for how many people are interested in getting a better handle on what the ST can do in the business world. So, don't be shy!!

While we're on the topic of SIGs, remember that it is you, the members, who determine their nature and scope. The whole reason for MilAtari's existence is to serve and inform. The only way we can continue to get better at that is to keep hearing from you. The moment you paid your dues, you earned the right to make suggestions, ask questions, and

even complain if you think it's warranted. Again, don't be shy!

As Bruce alluded to, there will be a bunch of new additions made to the MilAtari Copyright library. Most of the additions will come in the form of software, but there is another addition that merits singling out.

As of the December meeting, an Atari 1030 Modem will be available for checking out on a monthly basis. This is a 300 baud modem that plugs directly into all the Atari 8-bit machines and comes complete with a copy of 1030 Express, the Public Domain terminal program. A \$5.00 dollar donation to the Copyright library will be required to check out this modem in addition to a \$10.00 deposit. The entire \$10.00 deposit will be refunded upon prompt return of the package. As you might imagine, just like the library, there is a penalty for a late return.

So, for those of you who have been on the fence about whether or not to take the jump into the world of telecommunications, this is an ideal way to find out what it's all about at a very nominal cost. Our BBS SysOp, Rich Dankert, has promised speedy password validation to those who check out this modem, and as there is no access charge for the MilAtari BBS, you can be up and exploring within 24 hours! And all this time you've been wondering what we do with your money! This is just for starters! There's more to come!

While we're on the subject of the Copyright library, provided our reviews and follow-up articles are completed, look for Partner ST, Drafix 1/ST, Cornerman and Stuff to be in the library by the January meeting. No, I'm not kidding! You'll be able to check out a brand new \$200.00 professional CAD program from the copyright library and give it the once-over before you make the investment yourself! That's just the ST side! All kinds of goodies are in the works for the 8-bit as well.

Speaking of January, in the next edition of the newsletter, look for an in-depth review of MathTalk from First Byte software. MathTalk is just one of a series of educational programs for the ST put out by First Byte that actually help your kids with the math problems they bring home from school! The entire First Byte line features a kid-friendly interface and a talking instructor that guides them through! If you've got little ones, you're going to love this!

Also, our glorious aforementioned SysOp will take us on a tour of life at 2400 baud. (I had to put glorious in there otherwise he'll kill my access!) For those of you with modems who've experienced the jump from 300 to 1200 baud, ol' Uncle Rich assures me that you ain't seen nothin' yet! This and a whole lot more in the next issue of the MilAtari Ltd. Edition!

Oh, before I forget, back by popular demand next month, the return of "Ltd. Perspectives" by yours truly. Provided nothing else really nasty shows up in the mean time, a certain President of a certain software company, is going to get a long overdue shot in the keester. I'd mention names, but I don't want to trip myself up.

Happy Holidays from the Ltd. Edition staff and all of us at MilAtari!

Jim Morales  
Editor



# MilAtari Ltd. Edition

and lines on an angle from 0 degrees 0' 0" to 359 degrees 59' 59". You can select 11 different polys to draw. There are seven different arc and circle options to choose from, not to mention ellipse. You can choose from 15 different cross hatch patterns to show the different materials you may be using in your drawing.

There's also the note option which allows you to type in text and place it anywhere on the drawing with a click of the mouse. Drafix also offers 12 fonts including a cursive bold, Greek/math and Gothic bold. The fonts are very, very impressive.

The Drawing menu also contains the Auto Dimensioning option which is my favorite part of the program. You just point and click on the ends of a line and Drafix does the rest. Drafix dimensions lines, angles, diameters, radii, or any two points. Foresight has assigned the more boring and tedious work to the computer so the user can concentrate on the creative aspect of designing.

You control your view of a drawing with the Display function. You can Zoom in and out with no limits. You can Pan the drawing in any direction by whatever distance you determine. You can also view the last display using the Last option. This allows you to backtrack through previous display steps. Display Save and Display Recall permits jumping from one view to another. With the Save option, up to eight displays can be saved in memory for instant recall. With the Modify function you can change layer numbers, pen numbers, and line types. You can also stretch, bevel, round and trim. Symbol and poly items can be separated into individual parts so that each line can be easily manipulated as an individual item.

With Copy you can align, mirror, move, rotate, and change the scale of all, a group, a region or an item. When in one of the Copy modes you are able to move and/or copy with the click of the mouse. The Erase function allows you to erase any or all items or a group or a region from a drawing. One nice feature of the Erase function is erase last and restore last which permit you to erase or restore the last item drawn with a click. (Much handier and easier than old fashioned erasers.)

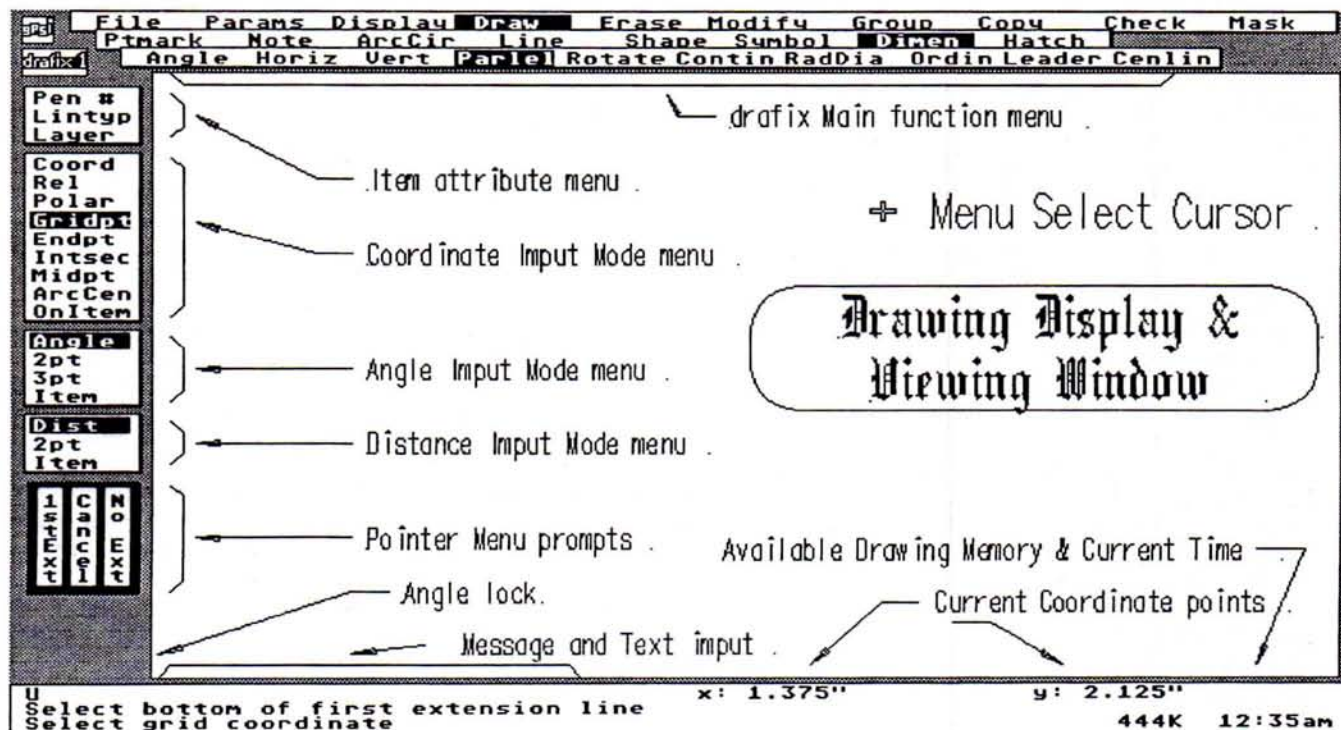
The other items on the main menu are the Mask and Check functions. You can check any item on the drawing, including angles, the coordinates of a selected point, the distance between two selected points, an item, symbol, or how much room is left on the disk. The Mask function controls what you are able to see on your drawing surface. The items do remain in the drawing database even though they are invisible.

If you are familiar with the IBM version of drafix, you may be wondering how it measures up on the ST. Well, the ST version is the same except for a few items the IBM version has and the ST doesn't like user preference files, freehand sketching, function key use, font widths, smooth splines, slanting, and text editing.

After reading about all the features that are packed into this program, what more can I say? I have been playing with this program for about a month now and I think it is great, especially with a list price of \$195. It may sound overwhelming, but you will be surprised how easy it is to use.

Take a look at the cover; it's not a real complex drawing, but I was able to draw it in less than two hours. Considering the little time I've been using drafix and the fact that I'm not a draftsman, it's a pretty good drawing. In all the time I have been using drafix, I have yet to find any bugs. The only real criticisms I have of drafix is that it lacks 3D capabilities, however I am hoping that feature will be added in the near future; and also there are no section view lines.

As a final note I would like to comment on an item found in the introductory portion of one of the manuals. It is stated that "The primary goal of drafix is to provide a personal drafting system with professional capabilities", and I just want to say that drafix has easily met and exceeded that goal. I would also like to take this opportunity to thank Foresight for sending MilAtari this fantastic product for the membership to review. We are anxious to see what else Foresight might have in mind for the ST.





# ROCKET REPAIRMAN

*An 8-Bit Review by Russ Stanley*

Rocket Repairman by Red Rat Software, Ltd.  
Arcade Game  
Atari XL/XE 48k min.  
Overall Difficulty: Hard  
Overall Rating: Good  
Price as tested: \$9.99

I had read articles in several magazines about economical games, without copy protection, from ICD. This seemed a very good, even a good faith gesture by Red Rat Software. I won this game at the MilAtari picnic, and could not wait to try it. I was even excited by the prospect of writing a review on it. Finally, an excuse to do something for the newsletter. I was left a little down however, when I got it home.

My first priority is to be as honest as I can be. And in truth, Robot Repairman was hard to play.

You are on the planet Leskos and must recover the parts of your Astro-ship. You are in a space suit and must navigate, with your joystick, through tunnels with jagged walls. When you find a piece of your ship, you must pick it up, by touching it and return it to where you start, before you may get another piece. The game is further complicated by Neutrino Ghosts and Quark Phantoms that you may shoot at for more points. These drain energy from your suit if they touch you. The turn off, for me, was the fact that if you touch the walls, energy leaks from your suit and is registered at the top of the screen. If you loose enough energy, you die. One life to a customer in this one kids. This in itself would be a challenge, but some passages are

impossible to negotiate without touching the walls.

The Astro-Ship will assemble itself and blast-off once all parts are returned to the Teleport pad.

Red Rat Software has a winning idea here. With all the talk about pirating nowadays, here is a company that says "Give them good software for a good price and people won't want to ruin a good thing". This game and the other offerings from Red Rat are your bare-bones software. Nothing more or less. The documentation is two paragraphs on a 3x5 sheet of paper.

To sum it all up, I had a good time with this game, but after two weeks of jet-packing different combinations of passages, have not completed a game. Take heart, however, for this is not the only Red Rat game that I own. I support those people that support my computer, and my reviews will follow on these games in later issues of this newsletter.

I am also donating this disk to the library.

[Editors note: Sometimes we have a tendency to forget what a fine collection of commercial software we have in the Copyright Library. This is as good a time as any to remind all of us that the Copyright Library thrives not only on the generosity of software companies, but on your donations as well. The Copyright Library is great way to get a feel for software before you buy it, and can save you money in the process should you find it's not what you wanted. If you have any software laying around that you no longer use, please see Lee Musial about making a donation to this great club resource. Thanks, from all of us. Ed.]

## SubLogic Scenery Disks (cont. from previous page)

and are indicated only by the intersection of a road or two (which is never anything more than a skinny white line, even at ground level), and maybe a couple of radio towers. (Hey, Baltimore's a nice place. It deserves better treatment!) I am fairly impressed with Washington, D.C. however. The SD people did a nice treatment of the Mall, from the (highly simplified) Lincoln Memorial, due east past the Washington Monument (which lent itself well to the project, considering the limits of detail allowed) all the way to the Capitol. It is even bounded by the White House and some simplified buildings of the Smithsonian. To the west is the Potomac River, the Pentagon (hard to miss) and National Airport. The Sublogic people made one particularly disappointing omission: just a few miles northwest of D.C. the tiny one-strip College Park Airport exists. It is the oldest continuously-operating airport in the nation and I think it should be included for that reason alone.

Finally, I want my taxiways back! The original scenery disks included detailed renditions of taxiways at most large airports which were represented by rows of pretty blue lights at night. These appear to be completely absent on #7. If you want a magnificent and realistic treat, try the following. Enter the FSII Editor and set yourself up at Chicago's O'Hare Field at night. Turn out the lights in your

computer room. Adjust the brightness and contrast controls of your monitor so that the taxilights are still blue but the runway lights have more of an orange hue with little red and green artifact details at the ends of line segments. Start your takeoff roll and switch to a rear or rear-quartering view. Relax and watch the magnificence of O'Hare unfold beneath you. Bank the airplane slightly to keep the airport spiralling below. For my money this is one of the most beautiful effects that can be had on FSII. Then go land at Midway to top it all off.

Two more comments and I'll file this review. I think it would be nice to see more in the way of 3-D objects near or on various airports. They can do it. Some airports do have 3-D hangars through which you can taxi (or fly if you're really hot stuff). But I've yet to see a single control tower or wind sock, both of which could liven up and simplify ground navigation. Also, in real life all airports are denoted by identifiers consisting of 3 letters or a combination of letters or numbers (i.e. Mitchell is MKE, O'Hare is ORD, Doylestown is N88, etc.). Rather than having to enter the FSII Editor and look up a mess of coordinate numbers in order to initially position yourself, why not let the user just enter the more easily remembered identifiers and let the computer look up the numbers. How about it Sublogic?



# Drafix 1. Turn your ST into a powerful CAD tool for just \$195.

Low-cost, high performance CAD software is finally available for your ST. Drafix 1 for just \$195.

## The first serious CAD package for the ST.

Drafix 1 is loaded with drawing, designing and editing functions that Atari users have never seen before.

- Unlimited zooms and pans for extremely detailed work.
- Draw lines, arcs, circles, pointmarkers, polygons and ellipses. Select any of 16 pens, 256 layers, 8 line types, 32 point marker types, 14 cross hatch patterns and solid fill for tremendous design versatility.
- Flexible automatic dimensioning of lines, angles and arcs in the alignment that's best adapted to your workstyle.
- Draw in English or metric units.
- Automatic calculation of areas and perimeters.
- Precise positioning using snap modes.
- Use ortho lock to draw vertical, horizontal or normal lines.

- Keyboard input optional in absolute, relative and polar coordinates allows you to draw to the precision of .0000001 accuracy.
- Powerful editing function that lets you stretch, shorten, trim, bevel, round and fillet, erase, unerase and more.
- Transform and copy commands allow copying, moving, rotating and alignment of items. Mirror objects about any axis and merge drawings together for true computerized cut and paste.
- Symbols can be created and stored for later recall. They can be cataloged in directories for easy accessibility.
- Plus many more features that can usually be found only on sophisticated packages costing \$2,000 - \$3,000.

Yet with all of its power, Drafix is one of the easiest software packages you'll ever use.

## A breakthrough in screen design and user interface.

Drafix 1 features a second generation user interface — the Dynamic Screen Menuing System. This means all of the

menus are visible at all times — there's no need to memorize menu hierarchies.

A "roll down" menu automatically appears to display all of the available options and a single keystroke or pointer device lets you make your selection "on the fly."

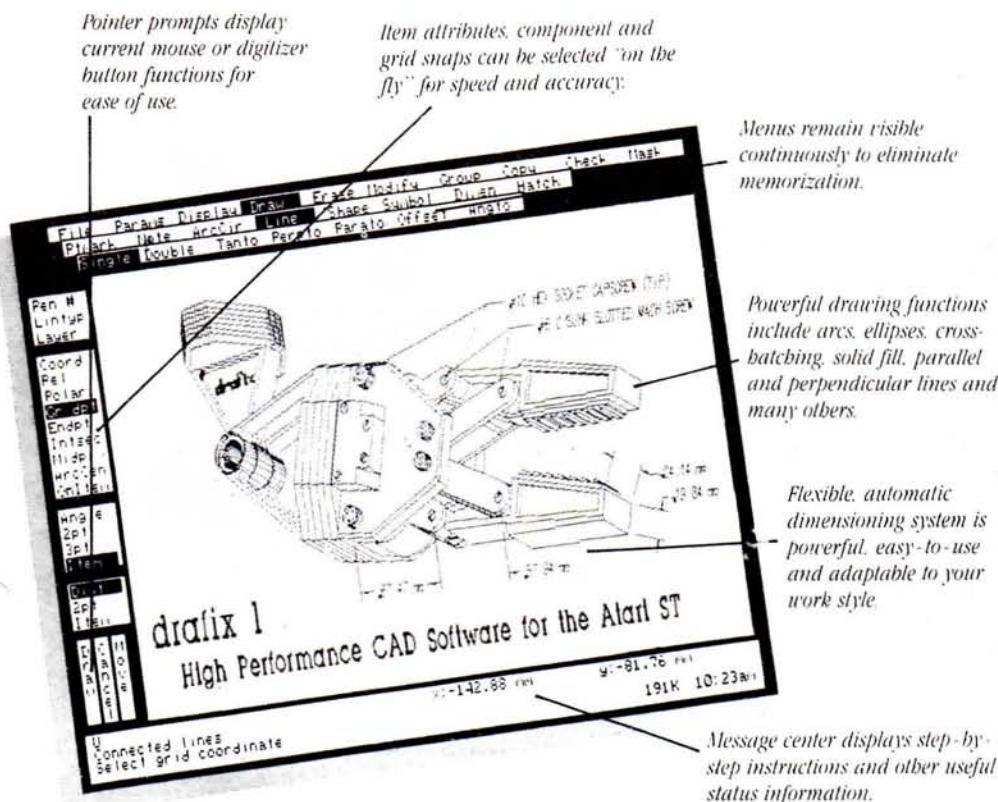
And it's all controlled by a versatile three-button mouse, or digitizer, with on-screen prompts so each button function is clearly defined.

Its powerful features and ease of use makes Drafix 1 ideal for everyone from the hobbyist or student designing a simple room layout to the top design engineers at NASA.

## Proven CAD software for only \$195.

Although Drafix 1 is newly available for the Atari ST it's been around long enough to be described by PC Magazine and others as "The best CAD buy in town" with "Incredible performance for the price."

Turn your ST into a powerful CAD tool. Use our toll-free number to order Drafix today.



## DRAFIX 1 CAD ONLY \$195

Call for the name of your local Drafix dealer or place your toll-free order today.

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## **Navarone's TimeKeeper**

*An ST Hardware Review by Mark A. Storin*

**TIMEKEEPER Clock Cartridge**  
Navarone Industries, Inc.  
21109 Longeway Rd. Suite C.  
Sonora, CA 95370  
Price as tested: \$45.00

TIMEKEEPER from Navarone is a battery-backed real time clock calendar cartridge for the Atari ST computer line. Like other clock cartridges that are available, this one includes the cartridge, software that allows the computer to read the time from the cartridge during the boot sequence, and instructions as to its use. What makes this clock cartridge unique is that it has a pass through cartridge slot allowing you to use other cartridges while the TIMEKEEPER remains installed.

**Physical Description:** The TIMEKEEPER, henceforth referred to as TK, does not look like your run of the mill ST cartridge (if such a thing can be said to exist). What you get is a light grey rectangular plastic box measuring approximately 1 inch high, 3 inches wide, and 5 5/8 inches deep. The cartridge connector is towards one end of one of the long sides, and the pass through port is directly across from it on the other side of the box. The rest of the box sticks out towards the front of your computer. Not exactly the prettiest thing I've ever seen, but not too bad as far as appearances go. The cartridge connection is sufficiently snug to prevent it from becoming dislodged during use. The box itself is held together with small screws and may be opened up to replace the battery when necessary.

**Software Included**

The TK comes with three programs on a disk, plus disk based documentation. The first program is an installation program, used to set the time on the cartridge. The second program is an AUTO folder program that simply reads the time and date from the TK at boot time. The third program is a desk accessory that, besides setting the system time from the cartridge at boot, has a few other features.

These include an online clock, that can be made show through any window on the screen, the ability to change to 24 hour format time, and an alarm clock that will, visibly and audibly, alert you at the time you set.

**Installation:** Installation instructions are included in a short file on the disk that comes with the TK. They are concise and easy to understand. Installation is simple. You insert the cartridge in its port, boot the computer, and then run the installation program to set the time on the cartridge. Once this is done, you must decide whether you want to use the desk accessory or AUTO folder versions of the program that sets the system time from the TK. The AUTO folder version does nothing but set the system time, but takes up much less memory than the desk accessory and does not use a desk accessory slot. Personally, I use the desk accessory (I'm always running late so need the time display and alarm).

**Product performance:** Thus far the TK has done exactly what it was designed to do. It alleviates having to reset the system time manually everytime the system is booted. To me, this is a great convenience. I have had two instances where the desk accessory failed to properly set the time on boot-up. Re-booting solved this problem. The cartridge itself has not lost its time, even after being removed from the cartridge slot. I have not been able to test the pass through port, as I have no other cartridges at this time. According to the documentation, after the software has set the time and date, the TK is disengaged, and a search for an external cartridge is performed. If an external cartridge is found it will be treated as if the TK did not exist, the TK will be invisible to the computer.

**Conclusions:** With the exception of a rare glitch in the desk accessory software provided, the TK has performed well. With the inclusion of a pass through cartridge port and a price that is only a few dollars more than clock cartridges without the port, the TK is a good product. I would recommend it for anyone who, like me, enjoys the extra conveniences these products provide.

## ***Please Support MilAtari Advertisers!***

A conscious effort has been made to include advertising in this newsletter many local as well as national companies that provide equipment and software for the Atari line. Some of the companies that have appeared in recent issues are: Computability, Computalk TCS, Computer Software Center, Foresight Resources, GK Enterprises, MA Graphics, Mayfair Computers, and Terrific Peripherals. There are more on the way. The key to maintaining these valuable advertisers and thereby reducing our publication costs will be your support of these fine companies.

Now, we're not about to tell you where to spend your hard-earned money. However, we would ask that whenever you have occasion to either visit one of our advertisers, or inquire as to their services, that you make mention of the fact that you saw their advertisement in these pages. While it may not seem like a big deal to you, it goes a very long way in showing our advertisers that MilAtari Ltd. means business. Thank you.



# Atari Corp.'s SX212 Modem

Atari Hardware Review by Richard Dankert

## SX212 300/1200 Baud Modem

Atari Corp.

1196 Borregas Avenue

Sunnyvale, CA

Price as tested: \$99.95

Well I can still hear all the people that I have talked to in the past, across the telephone lines via modem, and in person; "Where's the SX-212 modem that Atari has been promising for so long". "I don't believe that they're going to come out with that modem, I believe that is just a vaporware product to keep the public/user's interested"

These are the types of things that I have heard from many user's out there over the past months and I am happy to say that finally, it has arrived. Yes folks the SX-212 modem is a reality, and in fact, has been for quite a few months now. Atari has had one operating on a Mega ST-4 machine running a test station for the past few months. How do I know this? Well, I have been accessing Usenet on a daily basis for about the past 4 months and yes folks, Atari does have their own area there on the net, and one can write to them. This is where they tell it like it is, and try to dispell any rumors that may be floating around. Enough of this, now on to the modem. What it is!

The SX-212 modem is a 300/1200 bps modem, that will work with either an RS232 communications port or directly through the SIO port on any of the Atari 8-bit machines. The modem is Atari gray in color and has seven red LED's, the style of the power lights on the XE's or ST's. They are arranged in slanted form across the front of the modem. The power switch is located on the back. If you look, you will find no DIP switches located anywhere on this modem. The power supply connector is also located on the rear. The modem has a built in speaker, and is controllable via a small recessed control mounted on the bottom. The modem boasts to be Hayes AT command compatible. This is true, in part, but more on that later.

The led lights on front are as follows, HS, AA, OH, CD, RX, TX, MR, which mean High speed, Auto answer, Off hook, Carrier detect, Receive data, Send data, Modem ready respectively. HS indicates whether you're operating at 1200 bps, lit when you are. The AA is to tell you that the modem is set for auto answer. The OH will indicate when the modem has the line Off hook. The CD will tell you when you have a carrier detect. The RX stands for receive data. The TX stands for Send data. And finally the MR stands for Modem Ready, which is another way of saying that the power switch is on.

The Hayes AT command set is supported to a point. All commands sent to the modem must be in upper case. So if you try and type 'atdt781-5710' to dial up our system, notice the lower case 'atdt', the modem will not acknowledge the command. Retype the modem commands in upper case, and all will work fine.

The 'S' register's were the biggest disappointment to me. There is no way to set the modem to auto answer via the dip switches seeing that they are not there, so the 'S0' register is

reserved as a software control to put the modem into auto answer mode. But registers 9 through 11 and registers 16 through 18 are reserved, and the rest of them are not even there! This means that if you are intending on running a bbs with this modem, you will have to modify the modem startup commands to make the modem do what you want it to do. It can be done, but it would have been nice to just have the registers there, instead of reserved. So yes, the modem is Hayes AT command compatible but that's where the compatibility ends.

If you are hooking this modem up to either an ST or an 850 interface, you will have little problems with getting the modem to work in just about any terminal program. But, if you are planning on hooking this modem up to an 8-bit via the SIO port, you're going to have problems.

First off, the modem does not have a T: handler in it, which is not surprising. So what you have to do is use a terminal program that was/is designed to work with the XM-301 modem. You can use the version of 1030 Express, which has the T: handler already in the program, but we still have a problem here. The 1030 modem as well as the XM-301 modem are 300 bps modems, so don't think that you will be able to go 1200 bps, as there is no provision in the program to change baud rates.

Secondly, there was supposed to be a newer version of Express by the author of the Express programs called Express SX. This program was to be shipped along with the modem. Take another guess! It's not there. Seems that the author was too busy making the program BBS Express ST to get the program done in time to be delivered with the modem, much less placed in the public domain as Share Ware.

Other than the above problems with the 'S' registers, the terminal program, and the fact that I may be asking too much, the modem appears to be built pretty solidly. No, it's not an Avatex modem in disguise, but actually Atari's own modem. It carries a 90 day guarantee. The modem is now available in our area in limited quantities, so you will have to call around to find out who and where the modem is.

Overall I feel that the modem is a good one, well worth the price that Atari is asking for this product, and I feel that Atari will have the terminal software problem in hand soon if someone else doesn't beat them to the punch. As far as the 'S' registers go, your guess is as good as mine.

The Sysop.





## User Group & Newsletter Information

### MilAtari Ltd. The Milwaukee Area Atari User's Group

MilAtari Ltd is an independent user education group which is not affiliated with Atari Corp. The newsletter MilAtari Ltd. Edition, is the official publication of MilAtari Ltd., and is intended for the education of its members, as well as for the dissemination of information regarding Atari computer products and related merchandise.

MilAtari membership is open to individuals and families who are interested in using and programming Atari and other types of computers. Membership includes a subscription to this newsletter and access to the club libraries. Annual membership is \$20.00 for individuals or \$25.00 per family.

MilAtari Ltd. also operates a 24 hour electronic bulletin board service. This service is available to all computer users at no charge and is for the sole purpose of exchanging information and public domain programs for Atari personal computers. MilAtari Ltd. maintains a strong anti-piracy policy with regards to computer software. The BBS functions at 300/1200 baud and can be reached at (414) 781-5710.

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Contributions of articles are always welcome. Quite frankly, we thrive on them! Articles may be submitted on 8-bit or ST diskette or in typewritten form in care of the MilAtari mailing address on the back cover of this newsletter. Articles may also be uploaded in ASCII file form to the MilAtari Ltd. BBS via modem. **All submissions must be received by the 25th of the month.**

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